

USE OF ONLINE MESSAGING TO FACILITATE SELECTION OF PARTICIPANTS IN GAME PLAY

Abstract of the Disclosure

A method and system facilitating selection of participants in multiplayer online electronic games. The method provides an efficient procedure for players to host and join new instances of multiplayer online electronic games, as well as providing a scheme that enables players to join multiplayer online electronic games that are already in progress. The method is implemented through a gaming utility that runs on each player's electronic device (e.g. PC) and interacts behind the scenes with an online messaging service. Player hosts are enabled to select players from a list of contacts provided by the online messaging service who they want to invite to join a chat session. A selected multiplayer online electronic game is selectively launched on all of the player's computers through a single command issued by the host. Additionally, the gaming utility provides players with a list of existing chat sessions being hosted by other players so as to enable the players to join multiplayer online electronic games that are already in progress. The system includes a plurality of electronic devices linked in communication across a communications network, such as a LAN or the Internet. Each electronic device is operatively coupled to a headset having a pair of headphones and a microphone. The headset is worn by a player, enabling the players to verbally communicate with others in a verbal chat session.